

P 02
TM

STAR 40TH TREK

1983 - 2023

FOR USE WITH
FASA
GAME SYSTEM

A GAME FOR ROLEPLAYING
ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



240501.02

Pamphlet 02

CHARGEN: SF OFFICERS

Character Generation Extracts
for easy sharing and minimal printing.

Get yourself a pencil, eraser, ten-sided dice, a character sheet and flip to the next page.

Starfleet Officer Record

SCHOOL (T) CONTACT (C) COMMAND (D) DEPT. HEAD

IS WARSHIP IS EXPLORATION IS MILITARY IS COLONIZATION IS MERCHANT MARINE IS STARBASE DUTY IS ACADEMY INSTRUCTOR

CADET CRUISE

1st 2nd 3rd 4th 5th 6th

ACTIVE DUTY

1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th

Term Length (Efficiency) (Cadet Cruise)

Awards, Honorifics and Notes

NAME SPECIES P.O.B. AGE SEX HT WT HAIR EYES D.O.B.

Personal/Family Notes

CREDITS

Honors, Awards and other Notes

Attribute Ratings

STR END INT DEX CHA COOL LUC PSI

FOOLIES (CHA+COOL)/2 round down

PERCEPTION (INT+LUC)/2 round down

FOCUS (INT+COOL)/2 round down

PERSEVERANCE (END+LUC)/2 round down

Abilities

Skills List

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disrupt	Meteorology	ST Services
Applied	Ecology	Negot/Diplomacy	ST Weapon Ops
Archaeo	Electronics	Oceanography	ST Weapons Tech
Art	Enviosuit Ops	Philosophy	Stealth/Hide
Astron/Atophys	Federation History	Pers Wpn Tech	Streetwise
Biology	Federation Law	Physics	Survival
Botany	Forgery	Psych	Track/Evade
Bribery	Gaming	Scrounge	Trade & Commerce
Burglary	Gambling	Seduction	Transporter Ops
Carousing	Geology	Shuttle Pilot	Transporter Tech
Chemistry	Hvy Wpns Op/Tech	Shuttle Sys Tech	Variable-G Ops
Combat	History	Sm Equip Tech	Vehicle Op
Archaic	Holotechnology	Sm Unit Tactics	Warp Drive Tech
Armed	Interrogation	Sports	Zoology
H-T-H	Intimidate	ST Cbt Tac/Str	
Modern	Lang	ST Comm Proc	
Computer Op	Law	ST Comm Tech	
Computer Tech	Leadership	ST Engineering	
Culture	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

Starfleet Officer Sheet

Pencil is suggested as numbers will change throughout the creation process. Skills and Attributes change as the character grows and develops over the campaign setting.

STARFLEET OFFICER RECORD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD										SPECIES		P.O.B.		SEX			
STARSHIP										RANK				HT			
EXPLORATION										BRANCH				WT			
MILITARY										ASSIGNMENT				HAIR			
COLONIZATION														EYES			
MERCHANT MARINE														D.O.B.			
STARBASE DUTY																	
ACADEMY INSTRUCTOR																	
Passed																	
Honors																	
High Honors																	
CADET CRUISE	1st									Personal/Family Notes				CREDITS			
	2nd																
	3rd																
	4th																
	5th																
	6th																
ACTIVE DUTY										Awards, Honorifics and Notes							
STR		END		INT		DEX		CHA		COOL		LUC		PSI			
FOOLIES (CHA+COOL)/2 round down				PERCEPTION (INT+LUC)/2 round down				FOCUS (INT+COOL)/2 round down				PERSEVERANCE (END+LUC)/2 round down					
Administration				Demolitions				Medicine				ST Sensors					
Anthrop				Disguise				Meteorology				ST Services					
Appraisal				Ecology				Negot/Diplomacy				ST Weapon Ops					
Archaeo				Electronics				Oceanography				ST Weapons Tech					
Art				Enviosuit Ops				Pers Wpn Tech				Stealth/Hide					
Astron/Atrophys				Federation History				Philosophy				Streetwise					
Biology				Federation Law				Scrounge				Survival					
Botany				Forgery				Physics				Track/Evade					
Bribery				Gaming				Psych				Trade & Commerce					
Burglary				Gambling				Shuttle Pilot				Transporter Ops					
Carousing				Geology				Shuttle Sys Tech				Transporter Tech					
Chemistry				Hvy Wpns Op/Tech				Seduction				Trivia					
Combat				History				Sm Equip Tech				Variable-G Ops					
Archaic				Holotechnology				Sm Unit Tactics				Vehicle Op					
Armed				Instruction				Sports				Warp Drive Tech					
H-T-H				Interrogation				ST Cbt Tac/Str				Zoology					
Modern				Intimidate				ST Comm Proc									
Computer Op				Lang				ST Comm Tech									
Computer Tech				Law				ST Engineering									
Culture				Leadership				ST Helm									
Dmg Ctrl Proc				Life Support Tech				ST Navigation									
Def Shield Tech				Materials Science				ST Security									
				Mechanics													

Chapter 1: Starfleet Officer Creation

Roll 3d10+40 for each of STR, END, INT, DEX, CHA and COOL

~ The magnanimous GM may allow re-rolls on 1's or 2's, possibly 3's ~

For LUC and PSI, roll straight percentiles (d%)

Choose or roll from the list below ~ **OR** ~ Design a new Species in consultation with the GM.

Roll	Species	STR	END	INT	DEX	CHA	COOL	LUC	PSI
1	Andorian	+10	+10				+15	-20	-20
2	Caitian	-05			+15	+05	+20		-30
3	Edoan	-05	-05		+20		-15	-15	-35
4-8	Human								-30
9	Tellarite	+10	+10			-20	-15	-20	-40
0	Vulcan	+20	+10	+10		-15	+30	-40	

Starfleet Officers are required to maintain STR, END, INT, DEX, CHA and COOL of 55+ each.

Apply the Attribute modifiers for your Species choice.

CONDITIONAL BONUS POINTS

- Roll percentiles, divide by two, round down.
1. No more than 30 points may go to any one Attribute
 2. No Attribute may modify above 99+/- Species Max.
 3. Only Vulcans may alter their PSI with Bonus Points.

Note: COOL, LUC, PSI are all Max 99 regardless of species.
No Attribute may modify below 01.

Pre-Academy Life

If at this time you would like to generate the details of your youth, family and Homeworld, refer to pages 67 - 79 now.

In either case, continue here with your Pre-Academy Life below.

These two lists represent your education prior to Starfleet Academy. Divide your INT by 10 and round up. Roll that many d10 on each table.

All sums are cumulative but may not breach 99.

Personal Development	Formal Education
Administration	Archaeology
Art (s)	Astronomy/Astrophysics
Carousing	Chemistry
Gaming	Computer Operation
Instruction	Computer Technology
Language (s)	Culture (s)
Combat (s)	Ecology
Sports (s)	Electronics
Streetwise	Federation History
Survival (s)	Federation Law
Vehicle Operation (s)	Physics
Trivia (s)	Science (s)

You may take multiple rolls in any skills.
You may petition for skills not on these lists.

Medical Doctors

Enter the Academy after 3yrs of Medical School and graduate full Lt.

Registered Nurses

Enter the Academy after 2yrs of Medical School, graduate LT, J.G.

MEDICAL SCHOOL

Doctors get Medicine (native) 40 plus 110pts amongst the table.
Nurses get Medicine (native 25) and 75 pts on the following table.
Points may be combined. Nurses with Med (any) 40+ are Doctors, take care.

Biology (s)	Oceanography
Botany	Physics
Chemistry	Psych (s)
Culture (s)	Sm Eq Tech
Ecology	Variable-G Ops
Enviosuit Ops	Zoology
Life Support Tech	Custom Specialty
Medicine (s)	

Chapter 2: Starfleet Command

The Academy

Add the following sums to your character sheet.

Administration	10	Federation History	10
Astronomy/Astrophysics	10	Federation Law	10
Combat (H-T-H)	15	Instruction	10
Combat (Marks Mod)	15	Language (s)	10
Combat (Armed) (s)	10	Leadership	10
Computer Operation	10	Sm Equip Tech	10
Damage Control Procedures	10	ST Security	10

Schools Starfleet maintains three specialized training schools for select candidates. Details and qualifications for each follows.

Contact Team

(as inspired by Stardate Magazine #3/4 Jan/Feb 1985)

With tip of hat to Authors, J. Andrew Keith for the article and David Gerrold for the lore!

Early in Starfleet's history the incredible dangers of these strange new worlds became quite apparent.

To send anyone unprepared was deemed unconscionable, immoral and costly of precious life on all sides.

Officers rotating through Contact Team School are tops of their fields and in prime condition to weather new environments and meet new peoples, both primitive and advanced.

Only quality officers are accepted. Fully half accepted fail out.

To Qualify:

1. STR and END of 60+ each
INT, DEX and COOL at 65+ each.

If you meet these minimums, your application is queued up. Please wait for Qualifier 2.

2. Roll 'Starship' on Term Assignment

If so, mark the Contact Team column and list 1 year for duration. All schooling precludes honorifics.

PASS or FAIL, Contact Team is one year, can be successfully completed only once, but can be re-taken until passed.

On Acceptance <i>Note that Repeat Candidates may NOT increase the same Attribute twice.</i>	Add 1d10/2 rd to either STR or END Add 1d10/2 rd to one of INT or CHA Add 1d10/2 rd to either DEX or COOL	PASS or FAIL you keep these bonuses		
How was your mustard cut?				
	Roll	Result	Modifiers	
	≤ 40	PASS	INT or LUC 80+	- 10
	41 ≥	FAIL	70 - 79	- 05

PASS	Add
CBT, Marks Mod	15
CBT, H-T-H	15
Ecology	10
Enviosuit Op	10
Medicine (native)	10
Negot/Diplo	15
Sm Equip Tech	20
Sm Unit Tactics	15
Branch Skills (Total)	40

**FAIL: REVERT TO
ACTIVE DUTY TABLES, STEP 1**

Graduates gain these benefits, FAILS do not.

-20 All future assignment rolls.
However if the modified roll is ≤ 01,
Academy Instructor is assigned.

One Additional skill roll every two years
served after graduation occurs.

Command Schools

For Officers seeking a position of authority, Command Schooling stands ready to accept.

Command School can occur at any time in your career, it need not follow the Academy directly.

Medical, Security and Services may not rise to command a ship, base or installation, qualifying only for the Department Head training program.

To Qualify:

Dept Head	Command
INT 70+	INT 75+
CHA 65+	CHA 70+

Department Head

Administration	30
Computer Op	20
Federation Law	10
Instruction	10
Leadership	20
Negot/Diplomacy	10
Branch Specific	Total 20

Command

Administration	30 (+0)
Computer Op	20 (+0)
Federation History	20 (+20)
Federation Law	20 (+10)
Instruction	20 (+10)
Leadership	30 (+10)
Negot/Diplomacy	20 (+10)
ST Cbt/Tac Str	20 (+20)

If you first attend Department School (1yr) and later attend Command (1yr), only the points listed in parenthesis are given.

If you only attend Command (2yrs), you receive full points listed before the parenthesis.

Service Branches

Starfleet maintains 3 primary Service Divisions encompassing 8 Branches.

Choose One Branch to **MAJOR** in.

COMMAND

Helm
Navigation



SCIENCES

Science
Medical *



SERVICES

Communications
Engineering
Security *
Services *



You may **MINOR** in one secondary Branch. This intense course of study requires one additional year of your life.

To qualify: **INT 75+**

If so, you receive full points in your **MAJOR** and *half* the points (round down) from the **MINOR -EXCEPTING** - duplicated skills.

In this case, no extra points go to the duplicate skill. Where the **MINOR** skill rating is higher than the **MAJOR**, the **MAJOR** rating prevails.

Example. A Helmsman Minor in Nav receives, (amongst others) *no* additional ST Helm from the Nav skill list and only half the listed points of the *two* unshared skills from the Navigation Branch.

With your Branch Skills added, Roll **10d10** for additional Branch skills.

Once done, add 1d10 per 10pts INT. Rolls may go to any old or new skills.

No extra rolls are gained for having Minored in a secondary Branch.

* These Branches may not rise to command a Ship, Base or Installation.

COMMAND



Helm

Astron/Astro	15
Shuttle Pilot	25
ST Cbt/Tac Strategy	20
ST Comm Proc	15
• ST Helm	40
ST Navigation	25
ST Sensors	30
ST Weapons Op	25

Navigation

Astron/Astro	30
Deflector Shield Tech	25
St Cbt/Tac Strategy	20
ST Comm Proc	10
ST Helm	25
• ST Navigation	40
ST Sensors	20
ST Weapons Op	20
Warp Drive Tech	10

SCIENCES



Science

Astron/Astro	20
Computer Tech	20
Enviosuit Op	10
Life Support Tech	10
Sm Equipment Tech	10
• ST Sensors	30
Science (s)	Total 100

Medical

Admin	10
Biology	15
Enviosuit Op	10
Life Support Tech	20
• Medicine (s)	Total 60
Negot/Diplomacy	10
Psych (s)	Total 30
Science (s)	Total 30
ST Sensors	15

SERVICES



Communications

Damage Ctrl Proc	15
Electronics	10
Language (s)	Total 50
Negot/Diplomacy	15
• ST Comm Proc	40
ST Comm Tech	25
ST Sensors	25
ST Services	10
Transporter Op	10

Engineering

Deflector Shield Tech	15
Electronics	15
Enviosuit Op	10
Life Support Tech	20
Mechanics	15
Sm Equip Tech	10
• ST Engineering	40
Transporter Op	20
Transporter Tech	25
Warp Drive Tech	30

Security

CBT, Marks Modern	20
CBT, Armed (s)	10
CBT, H-T-H	20
Enviosuit Op	10
Federation Law	15
Interrogation	10
Psych (s)	10
Shuttle Pilot	15
Sm Unit Tactics	20
• ST Security	40
Survival (s)	20
Vehicle Op (s)	10

Services *

Administration	25
Damage Control Proc	20
Deflector Shield Tech	10
Language (s)	Total 40
Life Support Tech	20
Psych (s)	Total 30
• ST Services	40
Transporter Op	15

*Services includes the Yeomanry

Yeoman is both a position and a rank. Yeoman are of 1st, 2nd & 3rd Classes; each reporting to the Class above.

A Yeoman is akin to an undeclared Major, allowing an overview of all operations.

The Yeomanry ranks from below Ensign to just below a Lt.

Yeoman 1st Class promotes to Lt. in a declared specialty.

GM Discretion on career path.



You do not belong here. You are not Morg or Eymorg. Are you Herbert?
Unless you are Herbert, move along. There's nothing here to see here.
Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert! Herbert!

HERBERT
 π

Herbert exists within and yet outside the Starfleet chain of command.
Herbert carries no rank yet wields specific authorities.
Continue with Cadet Cruise and the normal process from here, Herbert.

Diplomat		Legal	
Admin	20	Admin	20
Art, Appreciation	10	Computer Op	15
Carousing	15	Culture	Total 20
Culture	Total 30	Federation History	15
Federation History	10	• Federation Law	40
Federation Law	15	Interrogation	30
Language	Total 30	Intimidate	20
Leadership	20	Language	Total 20
• Negot/Diplomacy	40	Leadership	10
Sm Unit Tactics	10	Psych (s)	10
Analyst		Bureaucrat	
• Admin	40	Admin	30
Appraisal	20	Computer Op	25
Computer Op	25	Federation Law	30
Federation Law	30	Instruction	10
Gaming	15	Language	Total 25
Instruction	20	Negotiation/Diplomacy	15
Physics	15	Trade & Commerce	20
Psych	Total 20	• Professional Specialty	Total 40
Trade and Commerce	15	(player choice)	

Intelligence* **Don't forget your 10d10 Branch and INT Bonus rolls, Herbert!**

40	Assign the point totals to any skills of your choice from the pool.	
30	Admin	Interrogation
25	Bribery	Intimidate
20	Burglary	Language (s)
20	Carousing	Psych (s)
15	Cbt H-T-H	Seduction
15	Culture (s)	Stealth/Hide
15	Disguise	Survival (s)
10	Federation	Track/Evade
10	Law	

The 40pt skill will be your particular specialty. 30pt and 25pt should be close ancillaries to the Specialty.
As you go to 20, 15 and 10pt totals, those can go to any choice or some can be combined to make a greater (Total) for the (s) skills available.

Example Intimidate 40 is well backed by 30pts of facts, Admin or brawn, Cbt H-T-H. Perhaps the 25pts goes to that lesser choice or another entirely. The two 20's might go to Track and Carousing to find your target while some 15's and 10's may combine to a (Total) for Psych, Lang or Culture. Consult your GM.

*For **Intelligence**; you may not split individual point totals, but may combine them if put into (s) skills such as Culture (s), Psych (s), etc. Combining two Psych (s) 15's becomes one Psych (Total) 30.
What's the difference? Points assigned to (s) cannot be split. Points assigned to (Total) can be split any way desired. Psych (s) 15 is 15pts to one specialty. Psych (Total) 30 can be one specialty at 30pts or up to thirty specialties at 1pt each. You choose.

The Cadet Cruise

Upon graduation from the Academy, you become a Midshipman for your one-year Cadet Cruise. Your success or failure here may affect the rest of your career.

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

So, how well did you do and where were you when it all went down?

Follow Steps 1 - 3.

1. Cruise Assignment		Modifiers	
≤ 15	Starship	LUC 70+	-10
16 - 25	Exploration	60 - 69	-05
26 - 50	Military	01 - 40	+05
51 - 75	Colonization	INT 70+	-10
76 +	Starbase	60 - 69	-05
		Failed prior Cruise	+10

2. Cruise Results		Modifiers	
≤ 05	Passed, High Honors	Starship	-20
	Promoted to Lt.	Exploration	-10
06 - 15	Passed, Honors	Military	-10
	Promoted to Lt. J.G.	INT 70+	-10
16 - 60	Passed	60 - 69	-05
	Promoted to Ensign	Per additional Cruise	+10
61 +	FAILED. Goto Step 3		

3. Notice*	
≤ 03	Major Award (page 58, Table 2)
04 - 09	Minor Award (page 59, Table 3)
10 - 20	Commendation ** (page 59, Table 4)
21 +	No notice at this time.

Assignment		Cruise Result		Attributes	
Starship	-10	Passed w/High Honors	-10	LUC 80+	-10
Exploration	-05	Passed w/ Honors	-05	70 - 79	-05
Military	-10	Failed Cruise	+20	INT 80+	-10
		Per additional Cruise	+01	70 - 79	-05

A Cruise can be repeated up to six times. After that, you are passed as an Ensign. Congratulations, you wore them down.

* If FAIL the Cruise AND roll below 21 on this table, you've received a REPRIMAND.

A FAILED Officer can receive no positive recognition on their Cruise.

** Even PASSED Officers have troubles! If you rolled Commendation, make a LUC roll. If failed, draw a Reprimand.

The graduating Cadet receives a given number of 1d10 skill rolls, new or old.

Branch-specific Cruise		Bonus Rolls
	Rolls	Every 10pts of INT gets 1d10 rolls in any skills, new or old.
1st	5	
2nd	9	
3rd	12	
4th	14	
5th	15	
6th	15	These are only taken once on Graduation.

Cadets on additional cruises after the first get 1d10 bonus *per* Cruise in Carousing, Gaming, Gambling *or* Streetwise.

Chapter 3: Service Record

Optional: When rolling 'Military', Vulcans and Edoans may choose 'Academy Instructor' or GM may allow shifting the roll to Exploration or Colonization for the pacifistic nature of these two species.

Active Duty Terms

Here you'll determine the number of Terms served prior to starting gameplay. This is the Who, What, Where, When and How well you performed.

Roll 1d10/2 ru with the following modifiers.

Ensign or Yeoman	-1	Captain	+3
Lt. J.G. or Lt. or Ymn.	-	Fleet Captain	+4
Lt. Cmdr or Ymn.	+1	Commodore	+5
Commander	+2	Admiral	+6

Consult the GM for your rank.

Mark the number of terms on your sheet and for each term repeat Steps 1 - 3.

Consult the GM if you wish to roleplay a more veteran or green character.

1. Assignment Roll d% against the following table.

Roll	Posting	Modifiers
01 - 10	Starship (Contact Team option)	INT 70+ -10
11 - 20	Exploration	60 - 69 -05
21 - 35	Military	LUC 70+ -10
36 - 60	Colonization	60 - 69 -05
61 - 80	Merchant Marine	Grad Hi Honors, 1st assign only -20
81 - 90	Starbase Duty	Grad Honors, 1st assign only -10
91 +	Academy Instructor	Contact Team, All assignments -20*
		PO previous assignment only +20

* Assignment rolls modifying below 01 are sent on the Academy Instructor circuit.

2. Duration Roll 1d10/2 round up or down. This is years-spent at each post. The Specialty Schools have durations of one or two years each.

3. Efficiency Your rating here may override your next assignment in Step 1. Be sure to note the 2-letter Efficiency Rating on your sheet.

Rating	Result	Modifiers
EXemplary	≤ 01 Choose your next Assign*	INT 80+ -10
OUtstanding	02 - 10 Stay at Current Assign**	70 - 79 -05
AVerage	11 - 80 Roll Assign per Step 1	LUC 80+ -10
POor***	81 + +20 on next Assign Roll	70 - 79 -05
		Starship -05
		Contact Team -05

* You may choose Starship Assignment, but NOT Contact Team.

** If you want a transfer, roll LUC. SUCCESS converts your OU to AV with your next assignment rolled per Step 1. FAIL continues at your current assignment with your OU rating turned to AV for the paperwork invoked. Think of it as a 'thank you', from the Yeomanry. By the way, how do you take your coffee again?

*** See page 58, Officer's Medals, Awards and Honorifics for more on PO ratings.

Efficiency can be averaged over the Term for more exacting ideas.

Example. A PO five-year term could not have been all bad. Could it? One year may have been EX or a few OU's or AV were flushed by some or one big ol' PO.

Chapter 4:

Skill Sets

Accumulated Learning Experience

Every year of Active Duty* gets 1d10 skill rolls.
To this number, add the following modifiers.
These rolls may be put into any skill, new or old.

Modifier	Rolls
INT 90+	3
70 - 89	2
60 - 69	1
LUC 90 +	3
70 - 89	2
60 - 69	1

*Contact Team, Department Head and Command Schools do NOT count towards this total as they already pack loads of exclusive training into their term length.



Contact Team 1 per 2 years *after* Graduation, round down.

Starship 1 per 2 years on board, round down.

Academy Inst 1 per year on Instruction

Starbase Duty 1 per year on Gaming, Gambling or Streetwise

In Hospital 1 per year on Gaming, Gambling or Trivia (s)

Chapter 5:

Life's Lil' Details

Consult Pamphlet 01 Backgrounds for Medals, Starship Assignment, Home Planet, Lifepath, Time/Money Continuum, Etc.

Consult Pamphlet 13: Concordance for Attribute, Skill and Species Descriptors.

Consult Supplement 10: Character Sheets & Supplement 13: Adversary Sheets for more variants.

Book 3: Memory Bank Alpha & Book 5: Memory Bank Omega contain more societal details for the Federation, Klingons, Romulans, Orions and Gorn.

Supplements 17 - 21 cover the Starfleet Intelligence Manuals and histories.

- Finally -

What's your Name? What's your Weight, Height, Eye and Hair color?
Anything else we're Forgetting?

To the Officers of Starfleet,

Please accept our congratulations and thanks for your continuing service to the Peoples of the United Federation of Planets.

May you Live Long and Prosper.

-The Peoples of the United Federation of Planets

Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

Pamphlet 02: CharGen: SF Officers

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To seek out new life and new civilizations.
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